

CLAIMS

What is claimed is:

1. A game apparatus comprising:
 - (a) a game board having a baseboard and enclosed on all sides by a railing, said
5 baseboard having at least one pocket formed therein and at least one bumper attached thereto; and
 - (b) at least one rollable playing piece for shooting by a player on said game board into said pocket.
2. The game board of claim 1, further comprising:
 - 10 (a) said baseboard covered by a thin carpeting;
 - (b) said baseboard having a plurality of pockets formed therein, each coded by color, number or symbol; and
 - (c) said baseboard having a plurality of bumpers attached thereto.
3. The game board of claims 1 or 2, wherein said baseboard has a hole or plurality of holes
15 for which said bumper or bumpers can be removably connected thereto.
4. The game board of claim 1 further comprising a means for support wherein legs are attached to said baseboard which can be folded under said baseboard for stowing when said game apparatus is not being played.
5. The game apparatus of claim 1, wherein said rollable playing piece is a marble.
- 20 6. The game apparatus of claim 1 having a plurality of marbles, each of a contrasting color, number, or symbol corresponding to the color, number, or symbol of each said pocket.
7. The game apparatus of claim 1 having electronic means for:
 - (a) causing said bumper to light up upon being contacted by said marble; and

(b) generating special effects sound when said marble is pocketed.

8. A method of playing a game on a game apparatus using a game board having a baseboard and enclosed on all sides by a railing, said baseboard having at least one pocket formed therein and at least one bumper attached thereto, and at least one rollable playing piece for shooting by a player on said game board into said pocket, said method comprising:

(a) designating each player an equal number of said pockets and corresponding said marbles;

(b) designating a turn for each said player to shoot said marble into its respective coded pocket;

(c) designating an objective for each said player to shoot all of his or her marbles into the correct corresponding pocket;

(d) shooting said marble from the center of said baseboard for each shot or, alternatively, shooting said marble from the position where it comes to rest for each subsequent shot after the first shot that is taken from the center of said baseboard;

(e) awarding said player a second shot if said player successfully shoots said marble into its respective pocket, and continuing so on until said player misses or pockets said marble into a wrong pocket;

(f) penalizing said player a turn by awarding a turn to another player if said player misses by not pocketing said marble, or if said player pockets said marble into a pocket of the wrong color, number or symbol;

(g) penalizing said player by having said player forfeit a marble already pocketed or, alternatively, rewarding the opposing player with an extra free shot if said first player shoots his or her marble into one of said opposing player's pockets; and

(h) determining the winner according to the player to first pocket all of his or her marbles into the correct coded pockets.

9. A method of scoring the game in claim 8, said method of scoring comprising:

(a) a successful shot into the correct colored pocket scores as one point;

5 (b) a shot into the wrong colored pocket does not score any point; and

(c) a shot into any of the opponent's pockets will count as a negative score of one point; and

(d) the first player to score a certain predetermined number of points wins.

10. A method of playing a game on a game apparatus using a game board having a baseboard

10 and enclosed on all sides by a railing, said baseboard having at least one pocket formed therein and at least one bumper attached thereto, and at least one rollable playing piece for shooting by a player on said game board into said pocket, said method comprising:

(a) taking turns to shoot the same marble by one player at a time;

(b) shooting said marble by first player into a designated coded pocket;

15 (c) shooting said marble by second player into said designated pocket if said first player misses, said shooting taken from the position where said marble came to rest after said first player's shot; and

(d) determining the winner when all said marbles are pocketed according to the player who pocketed the most number of marbles.

20 ///

///

///